## AMENDMENTS TO THE CLAIMS

The following listing of claims replaces all previous claims, and listings of claims, in the application.

1.    **(Currently amended):**  A game machine comprising:

a display module having multiple display areas, each capable of displaying various symbols including optionally a wild symbol, in a static display both in initial imagery at the start of a game and in final imagery at the end of said game, during the game the display module being capable of displaying changing symbols in each of said display areas;

an evaluation module that can recognize arrangements of said symbols in said static display; including at least one of:

multiple win arrangements of symbols including said wild symbol, by which multiple wins are established; and

multiple win lines related to said multiple win arrangements of said symbols including said wild symbol, by which said multiple wins are established,

wherein said evaluation module recognizes and determines multiple wins based on a pre-determined combination of said symbols, in which at least one said wild symbol is included, arranged in such a way that said multiple wins are established by the shared inclusion of said at least one wild symbol in at least two of said multiple win arrangements of symbols;

wherein said evaluation module further recognizes and determines other wins; and

wherein said display module uniquely visually differentiates ~~other wins from~~ multiple wins that include a shared wild symbol from other wins, and uses a time interval to alternately change said wild symbol shared in said multiple wins to distinguish from the other types of said symbols that established said multiple wins.

2.    **(Currently amended):**  A game machine according to claim 1, further including:

a symbol determining module that determines each said symbol in said initial and final imagery in said multiple display areas of said display module;

2

a display mechanism that vibrates different symbols, portions of symbols, groups of symbols, or any combination thereof of said final imagery while said final imagery is displayed ~~and while at least one of said wild symbols morphs at least once from said wild symbol to another symbol~~.

3.      **(Previously presented):**  The game machine as described in Claim 1, wherein said display module sequentially visually differentiates at least one of:

said multiple win arrangements of said symbols by which said multiple wins are established; and

said multiple win lines related to said multiple win arrangements of said symbols by which said multiple wins are established,

according to each individual winning pattern established by said multiple win arrangements of said symbols by which said multiple wins are established.

4.      **(Previously presented):**  The game machine as described in Claim 1, wherein said display module visually differentiates by vibrating in said display module said symbols that are arranged to establish said multiple wins which share in common at least one of said at least one wild symbol.

5.      **(Canceled).**

6.      **(Previously presented):**  The game machine as described in Claim 2, wherein:

said display module displays said at least one wild symbol in one of said display areas of said display module in a static display, while said symbols in other said display areas of said display module are displayed in a changing display; and

said at least one wild symbol is vibrated when said evaluation module determines that said final combination of symbols are arranged in said multiple win arrangements.

3

**7.     (Previously presented):** The game machine as described in Claim 1, further comprising a selection module that selects a multiplication factor for game points that is pre-determined according to said multiple win arrangement of said symbols, wherein said multiplication factor is displayed in each of said display areas of said display module where said at least one wild symbol is displayed.

**8.     (Currently amended):** A method for providing a game program, said method comprising the steps of:

   providing a display having multiple display areas and displaying various symbols including optionally a wild symbol, in a static display both in initial imagery at the start of a game and final imagery at the end of said game, and during the game displaying changing symbols in each of said display areas;

   determining said symbols in said final imagery in each of said display areas of said display;

   recognizing an arrangement of said symbols in said final imagery;

   evaluating and determining other wins and multiple wins that include a common wild symbol;

   uniquely visually differentiating at least one of:

           said arrangement of said symbols including said at least one wild symbol, by which multiple wins are established in said static display, and

           a win line associated with said arrangement of said symbols including said at least one wild symbol, by which said multiple wins are established; and from

           other wins that do not include a wild symbol; and

   when a pre-determined combination of said symbols is arranged so that said multiple wins are established by including at least one wild symbol, changing on a time interval a displayed one of said at least one wild symbol shared in winning arrangements to distinguish from the other types of said symbols that established said winning arrangements.

4

9.      **(Previously presented):**  The game machine as described in Claim 2, wherein said display mechanism sequentially visually differentiates at least one of:

said multiple win arrangements of said symbols by which said multiple wins are established; and

said multiple win lines related to said multiple win arrangements of said symbols by which said multiple wins are established,

according to each individual winning pattern established by said multiple win arrangements of said symbols by which said multiple wins are established.

10.     **(Previously presented):**  The game machine as described in Claim 2, wherein said display mechanism visually differentiates by vibrating in said display module said symbols that are arranged to establish said multiple wins which share in common at least one of said at least one wild symbol.

11.     **(Previously presented):**  The game machine as described in Claim 3, wherein said display module visually differentiates by vibrating in said display module said symbols that are arranged to establish said multiple wins which share in common at least one of said at least one optional wild symbol.

12.-13. **(Canceled).**

14.     **(Previously presented):**  The game machine as described in Claim 2, further comprising a selection module that selects a multiplication factor for game points that is pre-determined according to said multiple win arrangement of said symbols, wherein said multiplication factor, together with said wild symbol, is displayed in each of said display areas of said display module where said at least one wild symbol is displayed.

5

**15.**    **(Previously presented):**  The game machine as described in Claim 3, further comprising a selection module that selects a multiplication factor for game points that is pre-determined according to said winning arrangement of said symbols, wherein said multiplication factor is displayed in each of said display areas of said display module where said at least one wild symbol is displayed.

**16.**    **(Previously presented):**  The game machine as described in Claim 4, further comprising a selection module that selects a multiplication factor for game points that is pre-determined according to said multiple win arrangement of said symbols, wherein said multiplication factor is displayed in each of said display areas of said display module where said at least one wild symbol is displayed.

**17.**    **(Canceled).**

**18.**    **(Currently amended):**  A method of providing a game, said method comprising the steps of:

providing a display displaying initial imagery at the start of a game comprising a grouping of symbols and optionally at least one wild symbol, and final imagery at the end of said game comprising a final combination of symbols comprising a fixed grouping of symbols and optionally at least one wild symbol, during the game displaying changing symbols;

recognizing an arrangement of said symbols in said final imagery that involve multiple wins that include a common wild symbol and other wins;

<u>uniquely visually</u> differentiating ~~at least one of~~:

~~said arrangement of said symbols by which multiple wins are established in said final imagery;~~

a win line associated with said arrangement of said symbols including said at least one optional wild symbol, by which said multiple wins are established; and

other wins that do not include a wild symbol;

when a pre-determined combination of said symbols including said at least one optional wild symbol is arranged so that said multiple wins are established by including said at least one optional wild symbol, alternately changing on a time interval a displayed one of said at least one optional wild symbol shared in said winning arrangements to distinguish from the other types of said symbols that established said winning arrangements.

**19.**     **(Previously presented):**  The method as described in Claim 8, wherein at least one of said arrangement of said symbols by which said multiple wins are established and said win line associated with said arrangement of said symbols by which said multiple wins are established are sequentially visual differentiated according to each individual winning pattern established by said arrangement of said symbols by which said multiple wins are established.

**20.**     **(Previously presented):**  The method as described in Claim 8, wherein said step of providing a visual display comprises the step of vibrating said symbols that are arranged to establish said multiple wins which share in common at least one of said at least one optional wild symbol.

**21.**     **(Canceled).**

**22.**     **(Previously presented):**  The method as described in Claim 8, wherein:

said at least one wild symbol in one of said display areas in said initial imagery display is static, while said symbols in other said display areas of said display are changing; and

said at least one wild symbol is vibrated when said pre-determined combination of said symbols is arranged so that said multiple wins are established.

**23.**     **(Previously presented):**  The method as described in Claim 8, further comprising the step of selecting a multiplication factor for game points that is pre-determined according to said arrangement of said symbols, wherein said multiplication factor is displayed in each of said display areas of said display where said at least one optional wild symbol is displayed.

7

**24.    (Currently amended):**  A game machine comprising:

a display module that is capable of displaying initial imagery ~~display~~ displayed at the start of a game including optionally at least one wild symbol, and final imagery at the end of said game comprising a final combination of symbols comprising a fixed grouping of symbols including optionally at least one wild symbol, during the game ~~the~~ display module being capable of displaying changing symbols;

an evaluation module that can recognize arrangements of the symbols in the final imagery and can determine that a pre-determined combination of symbols is arranged to establish at least one winning arrangement both with and without a wild symbol;

~~a~~ the display module ~~that~~ visually alters the final imagery displayed by the display module to indicate the symbols that establish multiple winning arrangements when at least two of the multiple winning arrangements of symbols are established by the shared inclusion in common of the at least one optional wild symbol, thereby uniquely visually differentiating at least one of:

said multiple winning arrangements of symbols including said at least one optional wild symbol, and

multiple win lines related to said multiple winning arrangements of symbols including said at least one optional wild symbol; and

a selection module that selects a multiplication factor for game points, the selected multiplication factor being pre-determined according to said multiple winning arrangements of said symbols,

wherein the display module, ~~uses~~ during a time interval, ~~to~~ alternately ~~change a displayed one of~~ changes said at least one optional wild symbol shared in common in the winning arrangements to distinguish from display of the other types of symbols that established the winning arrangements, and to display said multiplication factor in combination with said at least one optional wild symbol and in combination with said alternately-displayed other types of symbols.

25.    **(Previously presented):** The game machine as described in Claim 1, wherein the display module is operable to display the final imagery by vibrating different symbols, portions of symbols, groups of symbols, or any combination thereof of said final imagery while said final imagery is displayed and while said at least one optional wild symbol is alternately changed to said other types of symbols.

26.    **(Previously presented):** The game machine as described in Claim 2, wherein the display module is operable to display the final imagery by vibrating different symbols, portions of symbols, groups of symbols, or any combination thereof of said final imagery while said final imagery is displayed and while said at least one optional wild symbol is alternately changed to said other types of symbols.

27.    **(Previously presented):** The method as described in Claim 8, further comprising the step of vibrating different symbols, portions of symbols, groups of symbols, or any combination thereof of said final imagery while said final imagery is displayed and while said at least one optional wild symbol is alternately changed to said other types of symbols.

28.    **(Previously presented):** The method as described in Claim 18, further comprising the step of vibrating different symbols, portions of symbols, groups of symbols, or any combination thereof of said final imagery while said final imagery is displayed and while said at least one optional wild symbol is alternately changed to said other types of symbols.

29.    **(Previously presented):** The game machine as described in Claim 24, wherein the display module is operable to display the final imagery by vibrating different symbols, portions of symbols, groups of symbols, or any combination thereof of said final imagery while said final imagery is displayed and while said at least one optional wild symbol is alternately changed to said other types of symbols.